

POPULAR Computing WEEKLY

A hand is shown holding a computer keyboard, with the fingers resting on the keys. The background is a warm, orange-brown gradient. The keyboard is dark-colored with light-colored keys.

9 September 1982 Vol 1 No 21

35_p

Exclusive
We take the lid off
the Jupiter Ace

Play Simon on your BBC

Spectrum stock control

Vic relocation

Cover Story:
Pteragon on BBC

Whizzkid '82
Win a Dragon 32 & £2000
of advertising

POPULAR Computing WEEKLY

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How to submit articles

Articles which are submitted for publication should not be more than 1000 words long.

All submissions should be typed and a double space should be left between each line.

Programs should, whenever possible, be computer printed.

At present we cannot guarantee to return every submitted article, so please keep a copy.

Accuracy

Popular Computing Weekly cannot accept any responsibility for any errors in programs we publish, although we will always try our best to make sure programs work.

This Week



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Editorial

The Jupiter Ace, launched last month, is a new kind of low cost micro. Designed by Richard Altwasser and Steve Vickers, the team responsible for Sinclair's ZX Spectrum, the Jupiter Ace consists of a Z80A micro-processor complete with 8K Rom, 3K Ram and 32 x 24 display.

But, while the hardware is fairly standard, the software is decidedly different. The Jupiter Ace is the first micro to use Forth. Almost every other micro on the market uses some form of Basic.

Forth was invented by Charles Moore and Elizabeth Rather at the US National Radio Astronomy Observatory in the early 1970s. It is much faster than Basic and takes up far less memory. Supporters of Forth also claim it is easier to learn than Basic.

Calculator enthusiasts, who should be familiar with Reverse Polish Notation, will find little difficulty in coming to grips with the Jupiter Ace. Micro users, who have already learnt to program in Basic, may find it harder to deal with Forth.

Whatever your views on Forth, Altwasser and Vickers should be congratulated for trying something new. I just wish the Jupiter Ace was colour instead of black and white.

Next Week



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FULLER FD SYSTEM

Christmas launch for Commodore Max

THE new Commodore Max is to be launched in the UK just before Christmas.

Features will include a 66-key keyboard, complete with four programmable function keys, direct audio and video output and a built-in RF modulator. Twin control ports will allow the use of two joysticks, four paddles or a lightpen.

There is a cartridge slot for games. The Max cartridges will be compatible with the Commodore 64 (reviewed in *Popular Computing Weekly*, September 2).

A mini Basic cartridge option will enable users to write their own programs.

The Commodore Max (formerly called the Vic30 and the Ultimax) has 2K internal memory and a 40 column x 25



Commodore Max.

line display. There are 16 colours, which can be used simultaneously on-screen. Graphics resolution is 320 x 200 pixels.

The Max's sound consists of three independent voices of nine octaves each. There is an envelope generator, a programmable filter and master resonance and volume controls.

The Commodore Max will have a recommended retail price of £110 including VAT.

Panasonic to launch handheld computer in UK

PANASONIC is to launch the RL-H1000 hand held computer in the UK next spring.

The primary unit of the system is based around a 6502 processor with 16K Rom and either 4K or 8K Ram. It also features a built-in 26 character liquid crystal display.

The main advantage of the microcomputer is its size. The primary unit is 9in x 2 1/2in x 3/4in and weighs just over 14lb.

It is powered by five nickel-cadmium rechargeable batteries.

Mains operation is also possible using an AC adaptor.

The range of peripherals that will be available with the machine includes I/O adaptor, RS232C interface, acoustic modem, tv adaptor and a programmable memory expansion protected by its own back-up battery.

All of these accessories, together with the primary unit, can be fitted inside a specially converted attache case.

The RL-H1000 hand held computer has been on sale in the US since January this year. Current American prices for the primary unit are £225 and £280 for the 4K and 8K versions with peripherals costing between £60 and £200.



Panasonic's handheld micro.

Prestel to give away free adaptors

PRESTEL hopes to give away 100,000 free adaptors, to encourage more home tv owners to use its services. The scheme, which is known as Project Y, will be carried out in collaboration with an unnamed financial institution.

The Prestel adaptors will be offered to the institution's existing customers as part of a package deal.

The age of the game

IT is now possible to annihilate space invaders between London and Scotland.

In an experiment being conducted by British Rail, selected trains from Euston to Inverness will carry a Space Invaders machine along with the sandwiches in the buffet car.

The machines have been supplied by Bell Fruit (UK) Ltd and have been installed with the help of area maintenance staff at British Rail's Derby engineering works.

Introduction of the machines was the idea of Peter Dunkerley, a member of BR's Transport Technology Assessment Group. He says "We investigate all kinds of new

technology which may be adapted to increase BR's passenger and freight revenue. The Space Invaders project started following a brainstorming session."

If the scheme is successful the idea may be extended to other long-distance services.



Aliens from Inverness.

Speculation over IBM's Greenock plant

THERE is increasing speculation that IBM's Personal Computer will be produced at its Greenock plant in Scotland.

The IBM Personal Computer, which costs £888, was launched in the US in August 1981. It has yet to be released in the UK, though a limited number of machines have been imported by companies such as KGB Micros.

However, an IBM spokesman said "There has been considerable speculation over many months about the possibility of an announcement of the IBM Personal Computer in Europe, including its place of manufacture."

"We have consistently refused to comment on such speculation and continue to do so."



IBM's Personal Computer launched in the US.

Lynx micro from Computers

THE Lynx, a new micro from Cambridge-based Computers Ltd, will be shown publicly for the first time at the Personal Computer World show in September.

The new micro will cost £150 plus VAT. It includes 48K Ram, an integral power supply and a typewriter-style keyboard. Other features in-

clude high resolution colour graphics and a built-in speaker.

A complete Lynx system, with disc drives and printer, will be on display at the Lynx stand - No 269 - from September 9-12.

More information from Computers Ltd, 35a Hills Road, Cambridge CB2 1LA.

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POPULAR
Computing
WEEKLY

Discount Club



* 4 Spectrum tapes

Popular Computing Weekly has negotiated a special discount offer on the latest Spectrum tapes from Richard Shepherd Software.

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Our price £5.30 (List price £6.50) for the 48K version
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	Cash Control	£8.50
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Letters

write to Letters, Popular Computing Weekly, Hobhouse Court, 19 Whitcomb Street, London WC2

Riding the gravity train

I enjoyed Jeremy Ruston's "Voyager" program in the July 22 issue, but the message "You missed — see you in 30 light years" is bad enough to be a quote from Star Wars. As anyone who has ever picked up a physics text book (or watched Star Trek for that matter) could tell you, a light year is a measurement of distance.

Also, why our frozen food should go off because we went fast is beyond me. Might I suggest that the fuel ran out first.

I also enjoyed Reverse by Mike Berry. I hope you can continue the standard.

Peter Greenall
Leicester

Or hitching with the dragon?

It surprised me after reading your review of the Dragon 32 and associated comments and letters from your readers, that no one has spotted one essential fact. The Dragon is not only in direct competition with the Tandy Colour Computer, it also consists of exactly the same technology, with very few exceptions.

The 16K extended Micro-soft Basic, with its special commands for 256x192 graphics and one channel sound, is to the byte the same as used on the pre-existing Tandy. The low quality screen display and Rom port are also reminders of that machine.

I owned a Colour Computer for some eleven months and found it to be under-supported and of low quality components in clickity-clickity keyboard and no parallel port. When I moved here from the US, I sold it at a loss and chose what to me seemed to be a high quality machine with future options for expansion — the BBC model B. Now I see that the ghost of my former computer, albeit with a fairly good keyboard and Centronics port, has followed me over the Atlantic.

PS if the Rom port is the same as the Tandy, and I see no reason why it would not be, then Dragon owners will find there is a ready bank of software at their nearest Tandy dealer.

William Barnes
5 Shaftesbury Villas
Allen Street
London W8

Spectrum bugs wanted

Paul Harrison in this column (August 12) reported a 'bug' in his Spectrum — well, all of the presently available machines have it and more!

Paul noticed that if the 'cursor-line' was set to 'one after' the last line of a program then the edit key gave an edit-line containing a 'cursor'. His example was to enter:
100 PRINT — ENTER
101 — ENTER
EDIT

and line 100 would be brought down with the 'cursor' (but not when using 255 and 256). So what is happening?

In the above case, the 'cursor-line' is 100 when the first Enter is keyed. It becomes 101 when the second Enter is keyed but when Edit is used there is no line 101 and the last line of the program, ie 100, is called down.

Now for the problem. The programmer of the Rom decided that Edit lines shall not have a 'cursor'. He says that before printing an Edit line the system variable E-PPC, that holds the cursor line number, will be decremented — but he forgot that the last line of the program might have a line number that is 'E-PPC — 1'. Hence on those special occasions a 'cursor' is printed.

The solution is probably quite simple — change the instruction line at OFDE h from Call 1855 to Call 1860.

And for two further bugs. Try replying to 'scroll?' with 'caps lock', 'graphics', or 'shift & symbol shift'. The results are interesting and it is most surprising that the Spectrum does not crash.

The other bug is to ponder over why 'Int = 65536 = - 1'.

No doubt other 'bugs' will

appear and I would very much like to hear about them.

Ian Logan
24 Nunes Lane
Skellingthorpe
Lincoln LN6 5TT

Time gentlemen — please

My Spectrum has been on order from Sinclair for eight weeks now. Having contacted them recently, I am informed that rumours of the backlog being eliminated are "greatly exaggerated". How much longer must I wait, I wonder.

When my Spectrum does arrive, however, I would like to know what amendments I will need to make to the numerous programs I have collected for the ZX81 so that they will run on the Spectrum. I have not seen this aspect of upgrading mentioned or dealt with in any magazine. Can you help?

B Davies
2 Juniper Crescent
Apsley Park
Longthorpe
Peterborough PE3 6QY

Most ZX81 Basic programs will run on the Spectrum with little or no modification. But, you will have to add your own commands to take advantage of the Spectrum's colour and sound facilities.

The simplest solution may be to use East London Robotics' Slowmader, which allows ZX81 software is run on the Spectrum. It costs about £10 and is available from East London Robotics, Finlandia House, 14 Darwell Close, East Ham, London E6.

Cut-outs— the moaning

I am writing to make some constructive criticism, not just to complain.

I have found myself in agreement with your editorials and they have provided inspiration on many occasions. However, your editorial of July 29 expander me.

Motivated by a previous editorial extolling the virtues of machine code, I attempted

to develop my limited skills by writing a machine code program of my own. But, before I could send it off in all its glory for your hoped for approval, I read "Moonlander, Space Invader and Fruit Machine programs abound". My program was a version of Fruit Machine. Oh Well!

Having my work accepted is a great boost to my enthusiasm. Please encourage us, but be tolerant when we use an "oldie" idea to try and improve our skills. Soon, I hope, both my skills and my ideas will be increased.

Second moan. Could you print cut-out forms and competition entries on the back of advertising pages. I do not want to enter the "Spectrum" competition as it would mean losing large sections of articles that I wish to keep for future reference. Likewise your Reader Survey.

When you began, you ran competitions on a theme. Could you not repeat this, perhaps on a monthly basis? Then you could print two or three of the best entries in future issues. This would give us some motivation, even if the only "prize" was possible publication.

Ray Elder
1 Periton Court
Parkhouse Road
Minehead
Somerset

We do try and print cut-out forms on the back of advertising pages, but the exigencies of production are such that it is not always possible. As for theme competitions, please write in and let us know your views.

On-screen images

After typing in the short machine code routine in the instant screen article in July 1, I noticed that changing 3E in byte 16526 to C6 produced an inverse image of the screen. All the information in table 1 still applies to the routine.

Patrick Budden
Wolfeaton
Dorchester DT2 9QN

COVER STORY

Pteragon

A new game for BBC
micro by A Snell

The sudden insistent beep of the search radar alarm breaks the silence in the cockpit of the solar-powered skimmer. As a newcomer to the Planetary Defence Force, you tense to full alertness — this is your first mission.

The recently established colony on the planet Beta Strigidae has been under attack from huge winged reptiles — the semi-sentient Pteragon. Your task is to destroy the incoming waves of monsters before they reach the settlements. Each member of the PDF must deal with five of the creatures in each attack, and there is intense competition within the force to shoot them down in as short a time as possible.

The sound of powerful wingbeats can be heard as the first of the Pteragon comes into view through your craft's forward ports, you must manoeuvre quickly to frame the monster in your sights before it flies past. The 'A' and 'Z' keys move the skimmer up and down, and the '>' and '<' keys move you right and left. The space bar fires your energy beam weapon, and if you are a good shot will vaporise the Pteragon.

If the Pteragon moves out of your field of view for too long, you will lose it and incur a time penalty. The score shown on your display is the time taken to shoot down the number of Pteragon shown in the HITS column, plus any time penalties for missed monsters. RECORD gives the fastest time achieved so far — the time that you must beat.

This program has been especially written for the BBC micro, and makes use of many of the advanced sound and graphics features of this machine. It will run on a model B, or on a model A with 32K of memory.

A look at the program listing will show that it has been written almost entirely as a set of procedures, and hence should be very easy to follow. Of special interest is the simple procedure to draw the Pteragon, at line 2000. This makes use of the PLOT 86 statement, which plots using the logical inverse colour; it enables the creature to move behind the foreground features on the screen by an appropriate choice of colour definitions in the initialisation procedure at line 5000.

If a longer game is required, the number of Pteragon to be shot down can be increased by changing the limit in line 50. The procedure called 'rules' at line 4500 has been left out of this listing to keep the length down, but can easily be written in to give a brief description of the operation of the controls before the game starts.

This program has also been successfully run using joysticks on the model B. Lines 550-570 are replaced by:

```
550 F=ADVAL(0)
560 IF F=1 THEN PROCfire
570 IF TIME>T1+150 THEN PROCchase
```

and the procedure at line 4000 becomes:

```
4000 DEF PROCchase
4010 X=X+36-INT(ADVAL(2)/999)
4020 Y=Y+36-INT(ADVAL(1)/999)
4030 ENDPROC
```



[illegible]

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If you have any queries regarding Classified or semi-display advertising please call Alastair Macintosh on 01-930 3840

Popular Computing Weekly.
The fast one.

Street Life

Oversize aquatic horror fitted with remote control

David Kelly talks to Ulvatech about a rival to Jaws.

If only Stephen Spielberg had known what he was starting when he filmed *Jaws*.

Ever since the killer fish made its debut, the screens have been filled with a succession of sharks, whales, squids, piranhas and even a deadly beach (just when you thought it was safe to go back in the water, you can't even get across the beach).

Now *The Pike* is planned — featuring a 12 ft-long micro-controlled monster. Providing the £2.5m budget can be raised, the film should go into production later this year, for release in 1983.

Work on the giant fish, controlled by an Acorn Atom, has been completed and the creature is undergoing "sea trials".

The huge man-eating pike has been designed and built by Ulvatech Ltd. Based in Ulverston, Cumbria, the four-year old company was formed by several former employees of Vickers Oceanic.

George Colquhoun, the company's managing director explained that Ulvatech specialises in underwater remote control devices and sonar equipment. Its most successful product is a scanning profiler which produces sea-bed cross-sections using a device incorporating a 6502 processor on the sea floor coupled to an LSI 11 surface computer.

It was on the strength of this device that

the Manchester-based film company, City Major, commissioned Ulvatech to build the giant pike.

Building the over-size aquatic horror was not easy. The basic design was produced by Ulvatech but the body of the fish was sculpted by Manchester artist Charles Wyatt.

To aid in the design, two live captive pike were studied and their movements video-taped to discover the secrets of their swimming action.

From the outside, the Ulvatech pike is distinguishable from the real thing only by its size.

The pike has been designed to swim under its own power. The tail and body of the 600lb model bend back and fore to propel it through the water. The motive force comes from a pneumatic system powered by compressed air containers inside the fish.

Christopher Edwards, Ulvatech's electronics expert, explained how the Acorn Atom is used to control the pike.

"We fitted one of Acorn's versatile interface boards to the Atom and used the 20mA serial output.

"The micro regularly sends an eight-line data bus to each address on the pike. The tail, body, rear fins, front fins, jaw and eyes can all be controlled."

There are 16 possible positions for each part of the fish. The control information is passed from the computer to the fish

through a thin umbilical wire. Of the eight data lines, four are used to show the address and four are used to set the position of that address.

The feedback output from each part of the pike is converted from analogue to digital. It is continuously matched in a central asynchronous decoder with the corresponding input from the micro.

Thus the positions of each part of the fish are updated eight times each second using information from the microcomputer.

Before the pike can be made to swim, the Atom generates a data table. Amplitude values are then picked off this table, held in Ram by the computer, and sent to the fish to produce the swimming movements.

"Obviously," said Christopher "it is a fairly unsophisticated data bank but, since each part of the fish can only register 16 positions, a more accurate system was unnecessary."

"We started the electronics part of the pike in January. The whole fish was completed and tested in our tank in May."

Since then the pike has undergone successful trials on Lake Windermere. According to Christopher Edwards the fish cost about £30,000 to make.

He says "It was great to work on. If we were all rich we could afford to play with it to our heart's content."

The giant pike is currently residing in Ulvatech's warehouse, waiting for City Major to begin filming.

Errata

Jonathan Briggs is not forming a North-west London Spectrum User Group (*Popular Computing Weekly*, August 18). Please do not attempt to contact him.

Joan Colvine (right), examining the giant Pike (left), whose exterior skin was constructed using a special tear-resistant silicon rubber reinforced with cotton muslin.



Copyright Lakeland Photographic, Kendal, Cumbria.

Jupiter Ace makes Forth bid for stardom

Boris Allan presents the first review of the new Jupiter Ace and explains its use of the language Forth.

The Jupiter Ace is a microcomputer from two leading designers of the Sinclair Spectrum (Richard Attwells and Steve Vickers). The Ace is based on the Z80A microprocessor, with 8K bytes of Rom and 3K bytes of Ram; has a Spectrum-style keyboard (though it is promised to be more positive); has a proper memory-mapped screen (unlike the Spectrum), with a 32 x 24 display on an ordinary television; and has sound and cassette facilities similar to those of the Spectrum, but no colour. It costs £89.95.

If the Ace sounds like a Spectrum under a different cover, it is not, the Ace is set apart from the Spectrum, and all other small microcomputers, by the use of the programming language Forth alone.

To emphasise, you cannot program the Ace in Basic, you have to use this rather different language Forth. Though it is an uncommon language, many people have recently become interested in Forth, and versions have appeared inter alia for the Atom, ZX81, MZ80K, BBC computer, and there is Forth available on the latest version of the Osborne 1.

For Forth to appear on the Osborne (a business machine) implies that this is a language which is beginning to make commercial sense.

When confronted with a machine with higher resolution graphics, and a claim from its designers that "Ace is ideal for games", the question is "why Forth and not Basic? Is Forth an easy language for beginners?"

In a way some people are afraid of Forth — a fear of the unknown? — as it seems

unnatural to type in
2 5 +
when you really mean
2 + 5

If I ask you to add 2 and 5, you answer 7; if I ask you to take 2 and 5 and add them together, you will still answer 7. When you add two numbers you are doing something to those two numbers to produce a result (another number). In Forth it is clear you are doing something to numbers, to produce another number.

Forth says here are two numbers, add them together; 2 and 5 are the numbers, and + means 'add them together'

2 5 +
It's not all that strange really.
What is Forth? In essence Forth is a computer language which is truly interactive (almost as if it were a Basic in instant mode all the time), and it is a language which is truly extensible.

In Basic it is possible to add new functions and procedures, but very difficult to add new commands unless one uses machine code routines.

Forth is a very efficient language, much speedier than most Basics. The 8K of Rom in the Ace corresponds to a far greater amount of Rom for any Basic, and the 3K of Ram is worth more than 3K of Ram if

Reviews



used by a Basic program.

The version of Forth used by the Ace is based, loosely, on two standards, FIG-79 (Forth Interest Group) and Forth-79, but with important modifications. All the modifications seem to be improvements. I will examine some of them in more detail after I have looked at more general features, common to most Forths.

Forth is most notable for the way in which it uses basic functions (or procedures) to produce more powerful functions, so that, finally, the whole program (or 'application') is just one all-embracing function (or 'word').

Forth also uses a stack, and the user can control what happens on the stack. Think of the stack as a pile of numbers, on which you can put more numbers or take numbers off, but at one and only.

Suppose I want to multiply two numbers together. In Forth I say 'here are two numbers, multiply them together'

2 5 *
and this line means take the numbers 2 and 5, multiply them together, and finally print out the result (which is what the '*' means).

Forth copes with this line by starting at the left, and moving right. The first item encountered is '2' and this is recognised as a number. The number 2 is 'stacked' for later use. The second item is '5'. This is a number and is stacked on top of the 2, for later use. When the program meets the word '*' it knows that this means multiply. It multiplies the two numbers on the top of the stack (ie 2 and 5), so removes them and places the answer on top. When the word '*' is met it is understood to mean print the value of the number on top of the stack and remove the number.

The word '*' is not very self-explanatory, but in Forth if you do not like the name of a function/word you can change it, eg:

: PRINT . CR ;
and now the word 'Print' means do '*' and then carriage return ('CR'). The sum now looks like

2 5 PRINT
and it is possible to continue.
It would be nice to find the square of the number 7, and it could be done by

7 7 * PRINT
or, possibly
7 DUP * PRINT



Interior layout of a pre-production model of the Jupiter Ace.

where the word "Dup" means take the number on top of the stack (in this case 7) and put another copy on top of it (Duplicate). It would be nice to do this by just saying

7 SQUARED

and one can by

: SQUARED DUP * PRINT:

which is a 'colon' of the word "Squared", which definition uses a word "PRINT" defined earlier. And so the process can continue.

In normal Forth editing words and

Vickers version of Forth (eg *Redefine* or *Fast* or *Edit*) which are worth incorporating in other versions.

I have found that Forth on microcomputers is not (generally speaking) user friendly — on most systems it is only too easy to find oneself in a situation where the only thing one can do is switch off and reload the Forth system. The Ace system is user-friendly, and difficult to crash.

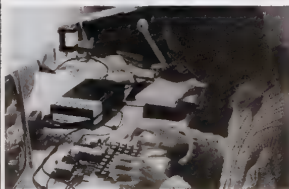
The question of how user-friendly is the Ace is important because, being aimed, as it is, at the cheap end of the market and

aries and applications, often this will not be necessary. As Forth itself is in Rom, if the system does crash — Steve Vickers and I had great difficulty in performing this feat — if it does crash, Forth is not lost.

For a beginner, I do not think that Forth is intrinsically any more difficult to learn than Basic, if it is approached in the right manner; but even if it is not more difficult, is it any better? Altwasser and Vickers are, I believe, sincere in their belief that Forth is intrinsically a better language, and in one sense I agree. Forth is better because as we have seen it is possible (once the groundwork has been done) to perform complicated operations with a minimum of programming. Some of the queries come with "once the groundwork has been done".

The word "Squared" used another word "Print" and another word might use them both, but "Squared" could not use "Print" until we had defined "Print"; though with Ace Forth it is possible to give a dummy definition to "Print" (eg :PRINT :) and then later use "Redefine" to give a proper definition. A possible problem with this approach (for novice and not so novice) is the "design at the keyboard" syndrome. That is, it is easy to get tied up in the minutiae and lose sight of the overall structure. This is also a problem with most other languages, whether they be called structured or not.

I have a feeling that the Ace might well find a market as a cheap way of learning Forth (schools, colleges, and businessmen?) for some, and for others a cheap way of obtaining a machine with the speed of Forth (not far slower than poorly written machine code) for control applications. For those who would like to use the Ace for control applications, the way in which the Ace talks to the world is obviously important. The Ace talks via the television, and a rear port — the one I saw connected to the Ram pack. Richard Altwasser told me that they planned to provide means of coupling up to all the main interfaces one would need for use in control applications.



Steve Vickers puts the Jupiter Ace's keyboard through its paces.

applications can be tedious (for reasons too tedious to explain) and the designers of the Ace had come to the same conclusion. In normal Forth it is possible to keep a copy of a definition on what is termed a 'screen', but once the definition has been compiled the internal workings cannot be changed. With the Ace there is no need to keep a separate copy of the listing of the definition — in fact one does not, in any case — and one can edit, list, and "Redefine" words (replace an earlier version of a word by the latest definition, and redefine any other definitions that are necessary).

Forths do not normally have floating point operations as part of the standard set of words, but the Ace has five special floating point words for use on six significant digits (1E84 to 1E-84). Ace Forth also has inbuilt array using features.

In many respects the Ace has many of the good features of the Spectrum, very good cassette saving, loading, and verifying, good line editing, good user defined graphics capabilities. As a way of using Forth, it is excellent. Apart from these resemblances, the Ace is a very different machine because it is in black and white (though a colour facility is being considered), and it can use the ZX81 16K Ram pack (plus many of the other ZX81 additions). An easy machine to use.

Though the machine I used was not the final production version I have no doubts about the eventual production machine. I am sure that as a Forth machine it will be excellent. I think that given my use of Forth on the Ace there are many ideas in Steve

competing with cheaper black and white computers, and slightly more expensive colour computers, and as it uses what is a novel language, the Ace has to be user-friendly to succeed. Once one has the dictionary of words — tailored to one's own interest — to create sophisticated applications should not be as difficult as creating large programs in Basic. One word can stand for a program or a standard (often complex) facility.

Though it is possible to merge diction-



Richard Altwasser "providing the Ace with interfaces for use in control applications".

Open Forum

Open Forum is for you to publish your programs and ideas.

It is important that your programs are bug free before you send them in. We cannot test all of them.

Contributions should be sent to: Popular Computing Weekly, Hobhouse Court,
19 Whitcomb Street, London WC2H 7HF.

How to contribute

Each week the editor goes through all the programs that you send to Open Forum in order to find the Program of the Week.

The author of that program will qualify for DOUBLE the usual fee we pay for published programs.
(The usual fee is £10.)

Presentation hints

Programs which are most likely to be considered for the Program of the Week will be computer printed and accompanied by a cassette.

The program will be well documented, the documentation being typed with a double spacing between each line.

The documentation should start with a general description of the program and then give some detail of how the program has been constructed and of its special features.

Listings taken from a ZX Printer should be cut into convenient lengths and carefully stuck down on to white paper, avoiding any creasing.

Please enclose a stamped, self-addressed envelope.

Roman Numerals Converter

on ZX81

Roman numerals are found in the flyleaves of old books and on many old films, as well as on stones of old buildings and so on. In these contexts, they usually represent dates.

These strings of letters are often confusing and difficult to interpret. The following program interprets them for you. In addition, it will also convert any decimal number from 1 through 4999 to Roman numerals.

Program notes

```
Lines
00 LET RS="DCMVL"
110 LET XS=""
120 INPUT AS
130 IF AS="STOP" THEN STOP
140 SCROLL
150 PRINT AS
```

```
160 IF AS>"A" THEN GOTO 300
170 FOR J=1 TO LEN AS
180 LET YS=""
190 LET A=VAL AS(LEN AS-J+1)
200 IF A AND A<5 OR A=9 THEN LET
YS=YS+R$(J)
210 IF A>3 THEN GOTO 280
220 LET A=A-1
230 IF A>3 THEN GOTO 280
240 LET XS=YS+X$(A)
250 NEXT J
260 PRINT XS
270 GOTO 180
280 IF A=9 THEN GOTO 300
290 IF J=4 THEN GOTO 220
300 LET YS=YS+R$(J+4)
310 LET A=A-5
320 GOTO 230
330 LET YS=YS+R$(J+1)
340 GOTO 240
350 IF AS<"C" THEN GOTO 180
360 LET I=1
370 LET V=5
380 LET X=10
390 LET T=50
400 LET C=100
410 LET D=500
420 LET M=1000
430 LET T=0
440 FOR J=2 TO LEN AS
450 LET B=VAL AS(J-1)
460 LET E=VAL AS(J)
470 IF E>5 THEN GOTO 530
480 LET T=T+B
490 NEXT J
500 LET T=VAL AS(LEN AS)+T
510 PRINT T
520 GOTO 180
530 FOR K=J-1 TO 1 STEP -1
540 IF AS(K)<>AS(J-1) THEN GOTO 480
550 LET E=VAL AS(K)
560 LET T=T-2+E
570 NEXT K
580 GOTO 480
```

To operate this program, Run, and enter either:

- a decimal number (not exceeding 4999) for conversion to Roman numerals, or
- a Roman numeral (not exceeding MMMCMXCIX) for conversion to decimal.

Press newline. The number you entered is displayed on the left, the conversion on the right.

ZX Artist

on ZX81

This art program gives the user all the usual things other art programs give plus the facility to draw a straight line from one

given point to another, draw a circle and provide the co-ordinates for plotting.

The program also incorporates one point plotting, the ability to draw lines using the cursor keys, copy pictures on to the printer and store pictures on tape.

When the program is Run the user is given the choice of 10 options to choose from.

Option "0" will first ask the user for a starting point (X and Y co-ordinates) and then hand ill control over to the user with the cursor keys.

Option selection

The user can leave this part of the program any time and return to the option section of the program by pressing the "9" key.

Option "1" will ask for co-ordinates and plot a single pixel on that point.

Option "2" will ask for co-ordinates and unplot a single pixel on that point.

Option "3" will ask for starting co-ordinates and finishing co-ordinates and will plot a line between them.

Option "4" will do the same as option "3" but will unplot a line between the co-ordinates.

Option "5" will ask for X and Y co-ordinates and a radius. It will then ask for how much of a circle the user wants by using the numbers 0-40. 0-10 will plot the first quarter of a circle, 10-20 the second etc. 0-20 would plot the first half of the circle.

Option "6" does the same as option "5" but unplots the circle.

Option "7" copies the border and its contents on to the printer.

Option "8" saves the program and the screen on tape.

Option "9" stops the program.

Program notes

```
Lines
15-190 set up the screen.
110-180 sort out the options.
200-270 provide option "0".
1000-1150 provide option "1".
2000-2010 provide option "2".
3000-3210 provide option "3".
4000-4010 provide option "4".
5000-5150 provide option "5".
6000-6010 provide option "6".
7000-7170 provide option "7".
8000-8040 save the program and screen.
9000 stop the program.
```

```

40 FOR K=30 TO 40 STEP 2
50 PRINT K: GOTO 10
60 NEXT K
70 PRINT "END"
80 GOTO 10
90 END

```

[illegible]

```
000000      G=0  
000001      H=0  
000002      V=V0-X  
000003      W=W0-Y  
000004      Z=Z0-NI  
000005      IF ROB V1.2 THEN LET Z=RSS
```

```

01000  GET  X=Z/256*Z
01100  LPT  X=X/1024*1024
01200  LET  Y=X*H*PCOS 0.5
01300  IF  Y<0 THEN  Y=0 OR YY=X+0.5
01400  IF  Y<0 THEN  Y=0 OR YY=X
01500  RETURN
01600  GOTO  01000
01700  RETURN
01800  PRINT  AT 0.5
01900  PRINT  AT 1.0
02000  PRINT  AT 21.0
02100  FOR  K=2 TO 10
02200  PRINT  AT  K.0
02300  NEXT  K
02400  END

```

ZX Artist

by Clive Carter

on Spectrum

Once a program line has been given the line number 0 it cannot be tampered with, even by accident, except by Poking it once again. It is therefore useful for copyright statements.

由 RSCG © Chris Tisdale 1998
1 由 RSCG Not App 53
2 由 RSCG Modern Art
3 由 RSCG
4 由 RSCG BRUNO BACH DETZEN PAIN
5 由 RSCG
6 由 RSCG
7 由 RSCG PRIMER 2: INK 7. C

on Spectrum

Intro/Outro is a posh way of introducing a program and giving a fine musical finale. If you use these routines in a program which has other *Data* lines be sure to change the *Restore* statements to *reset*.

```

118 FOR a=1 TO 35
120 IF BMD(1)=1 THEN GO TO 400
122 K=1:DO WHILE BMD(K)=1:K=K+1:IF
3 K=35 THEN BMD(K)=0:LET b=BMD(K+1)
3 LET c=BMD(K) THEN LET c=c+1 IF
BMD(K)=1 THEN LET c=c+1
3 LET d=c/d:DO WHILE ON d(1) THEN
GO TO 130
130 IF b>=0:-175 OR b=d=0 THEN
170 PLOT a,b,c:ENDR C=0
132 GO TO 130
400 REM CANCEL INCELL
410 LET a=BMD(K+1):LET b=BMD(K+1)
420 IF b<=0:-175 OR b=d=0 THEN
430 IF b<=-175 OR b=d=0 THEN
GO TO 480
440 C=CALL a,b,c
580 NEXT a
590 PRINT "ENTER 'ENTER' TO STOP"
620 INPUT "Deal this Mac?":
LINE #

```



Tate Gallery
by Chris Timson

Lines 150, 340 and 520 are the *Beep* statements. *Var* calculates the pitch of

Open Forum

each note and on line 150, 12 is subtracted to lower the pitch one octave. On line 340, 24 is subtracted to lower the pitch by two octaves.

The N loops are equal to the number of chords in the Data lines. The K loops select the entire six notes in each chord (see line 150), and only the first three notes (line 340).

When the program is *Run* you should hear a fair rendition of House of the Rising Sun, followed by a short pause for applause. Next, something which sounds like Winoweh and goes on for ever (just like the real thing). Hold down any key for a few seconds and the program jumps to the random composer routine.

The last short program is purely visual and produces some very effective moving displays. Run it and watch for a while then experiment with new values for the variables on line 100.

The values for e and t should always be equal to or greater than the x, y values.

Cards

on BBC Micro

The enclosed code uses a very efficient 'sample without replacement' technique to simulate dealing a deck of cards.

Call *ProcMakeDeck* initially and whenever you want a fresh deck. Use *FindDeal* to return the number of the next card dealt. At any time, *Deck(0)* holds the number of cards left in the pack, *N* say, and *Deck(N+1)*, *Deck(N+2)* etc is a complete history of previously-dealt cards.

The algorithm can easily be adapted for other purposes such as pool's coupons — simply set *Ncard* to 55 or whatever value is required and redimension *Deck* accordingly.

Caso

on BBC Micro

With the advent of user defined graphics on most of the new micros, there have been a number of sophisticated programs to decode binary patterns into numbers which are then used to define the shape.

These programs can be useful. However, I know that there are thousands of people who want to define a shape simply while in the middle of writing a program.

I use either a Casio FX602P calculator with a simple binary to decimal routine or I program a function key on my BBC micro with either of these methods.

If you know the method, it is easy to write a program to convert decimal to binary and back. However, it is not quite so easy to do it on one line (as is needed for a function key). The reason for this is that `IF` Then statements are very difficult to implement (since if the outcome is false, there is no new line number to execute so the routine terminates) and the `Else` command can over-complicate things.

Line 40 overcomes this problem, as the loop selects the binary digits one at a time.

[illegible]

```

30 REM IMPRESSIVE INFO/DULO
  BY Ron Smith
15 REM OASIS is a simulated
  C THOR
30 GOTO 10,10,10,10,10,10
40 LET P=0
50 REM PLOT
  FOR I=1 TO 40 STEP 5: REM
  TONE
  IF P=1 TO 7: READ M: GEEP
  @4,0
  100 NEXT I: NEXT R: DEEP 2,0,0-1
60 REM DUMB
  FOR I=1 TO 20 STEP 3: RE
  370NE
  FOR I=1 TO 6: READ M: DEEP
  @4,0
  110 NEXT I: LET M=0,0,0: NEXT
  1
  100 NEXT R: GOTO 1: DEEP 3,0,0: B
  0000
0400-REM HORN CREIA
  BY Ron Smith
0000 REM HORN CREIA
0010 FOR I=1 TO 4: REFORM
  100 FOR J=1 TO 4: REM
  100 NEXT J: NEXT N
0030 FOR M=1 TO 4 STEP -.01: B
  0000
0040 GOTO 1,1,1,1,1,1,0,10,10
11,0,0,10,10,10,10,10,10,10
1 REM Pleased who?
  REM HORN CREIA
2 OVER 1
3 OVER 1
4 OVER 1
5 LET S=0: LET W=0: LET R=0
11 LET W=0,0,7: LET R=0,0,7: I
P=1 THEN GO TO 11 BORDER P
30 PLOT W=0: DRAW 11
40 PLOT W=0: DRAW 11
50 PLOT W=0: DRAW 11
60 PLOT W=0: DRAW 11
70 PLOT W=0: DRAW 11
3000 LET K=1
4000 IF L=15 OR M=15 THEN GO T
  GO TO 1
0100

```

Beeps

by Ron Smith

```

10 REM ***** FOLLOWING LINES IN MAIN PROGRAM
20 MVAR% = 2
30 DIM DBCN%(52)
40 REM
50 REM ...
60 REM ...
700 GOTO PROCMAKEDBCN
810 LOCAL I%
230 FOR I = 1 TO 52: DBCN%(I) = I%: NEXT
230 DBCN%(0) = MVAR%
240 ENDPROC
250 REM
260 GOSUB DBAL
270 LOCAL W%, J%, T%
280 W% = DBCN%(0): T% = W% THEN PROCMAKEDBCN: W% = MVAR%
290 J% = W%: W% = T%
300 T% = DBCN%(J%)
310 DBCN%(J%) = DBCN%(W%)
320 DBCN%(W%) = T%
330 DBCN%(0) = DBCN%(0) - 1
340 W% = T%

```

Cards

by David Guest

using Mid\$, if the digit is a one, $Total = Total + (Power * 1)$ so the total is updated. However, if the digit is a zero, $Total = Total + (Power * 0)$ so the total remains the same.

It is useful to convert from decimal to binary as well. Line 20 does this. The only point to mention here is the `X7&80=` which

is the same as $7(450 + X) =$

The routines are in the form of a program for convenience and should be typed in using "KEYWORD", LINE 20, " with the return character after the Next. I don't think the computer tokenises key words in function keys, so use abbreviations where possible.

```

9  REMARKS-8 IS 8-2-1-1.  10  REMARKS
10 REMARKS-9 IS 9-2-1-1.  11  REMARKS
11  REMARKS-10 IS 10-2-1-1.  12  REMARKS
12  REMARKS-11 IS 11-2-1-1.  13  REMARKS
13  REMARKS-12 IS 12-2-1-1.  14  REMARKS
14  REMARKS-13 IS 13-2-1-1.  15  REMARKS
15  REMARKS-14 IS 14-2-1-1.  16  REMARKS
16  REMARKS-15 IS 15-2-1-1.  17  REMARKS
17  REMARKS-16 IS 16-2-1-1.  18  REMARKS
18  REMARKS-17 IS 17-2-1-1.  19  REMARKS
19  REMARKS-18 IS 18-2-1-1.  20  REMARKS
20  REMARKS-19 IS 19-2-1-1.  21  REMARKS
21  REMARKS-20 IS 20-2-1-1.  22  REMARKS
22  REMARKS-21 IS 21-2-1-1.  23  REMARKS
23  REMARKS-22 IS 22-2-1-1.  24  REMARKS
24  REMARKS-23 IS 23-2-1-1.  25  REMARKS
25  REMARKS-24 IS 24-2-1-1.  26  REMARKS
26  REMARKS-25 IS 25-2-1-1.  27  REMARKS
27  REMARKS-26 IS 26-2-1-1.  28  REMARKS
28  REMARKS-27 IS 27-2-1-1.  29  REMARKS
29  REMARKS-28 IS 28-2-1-1.  30  REMARKS
30  REMARKS-29 IS 29-2-1-1.  31  REMARKS
31  REMARKS-30 IS 30-2-1-1.  32  REMARKS
32  REMARKS-31 IS 31-2-1-1.  33  REMARKS
33  REMARKS-32 IS 32-2-1-1.  34  REMARKS
34  REMARKS-33 IS 33-2-1-1.  35  REMARKS
35  REMARKS-34 IS 34-2-1-1.  36  REMARKS
36  REMARKS-35 IS 35-2-1-1.  37  REMARKS
37  REMARKS-36 IS 36-2-1-1.  38  REMARKS
38  REMARKS-37 IS 37-2-1-1.  39  REMARKS
39  REMARKS-38 IS 38-2-1-1.  40  REMARKS
40  REMARKS-39 IS 39-2-1-1.  41  REMARKS
41  REMARKS-40 IS 40-2-1-1.  42  REMARKS
42  REMARKS-41 IS 41-2-1-1.  43  REMARKS
43  REMARKS-42 IS 42-2-1-1.  44  REMARKS
44  REMARKS-43 IS 43-2-1-1.  45  REMARKS
45  REMARKS-44 IS 44-2-1-1.  46  REMARKS
46  REMARKS-45 IS 45-2-1-1.  47  REMARKS
47  REMARKS-46 IS 46-2-1-1.  48  REMARKS
48  REMARKS-47 IS 47-2-1-1.  49  REMARKS
49  REMARKS-48 IS 48-2-1-1.  50  REMARKS
50  REMARKS-49 IS 49-2-1-1.  51  REMARKS
51  REMARKS-50 IS 50-2-1-1.  52  REMARKS
52  REMARKS-51 IS 51-2-1-1.  53  REMARKS
53  REMARKS-52 IS 52-2-1-1.  54  REMARKS
54  REMARKS-53 IS 53-2-1-1.  55  REMARKS
55  REMARKS-54 IS 54-2-1-1.  56  REMARKS
56  REMARKS-55 IS 55-2-1-1.  57  REMARKS
57  REMARKS-56 IS 56-2-1-1.  58  REMARKS
58  REMARKS-57 IS 57-2-1-1.  59  REMARKS
59  REMARKS-58 IS 58-2-1-1.  60  REMARKS
60  REMARKS-59 IS 59-2-1-1.  61  REMARKS
61  REMARKS-60 IS 60-2-1-1.  62  REMARKS
62  REMARKS-61 IS 61-2-1-1.  63  REMARKS
63  REMARKS-62 IS 62-2-1-1.  64  REMARKS
64  REMARKS-63 IS 63-2-1-1.  65  REMARKS
65  REMARKS-64 IS 64-2-1-1.  66  REMARKS
66  REMARKS-65 IS 65-2-1-1.  67  REMARKS
67  REMARKS-66 IS 66-2-1-1.  68  REMARKS
68  REMARKS-67 IS 67-2-1-1.  69  REMARKS
69  REMARKS-68 IS 68-2-1-1.  70  REMARKS
70  REMARKS-69 IS 69-2-1-1.  71  REMARKS
71  REMARKS-70 IS 70-2-1-1.  72  REMARKS
72  REMARKS-71 IS 71-2-1-1.  73  REMARKS
73  REMARKS-72 IS 72-2-1-1.  74  REMARKS
74  REMARKS-73 IS 73-2-1-1.  75  REMARKS
75  REMARKS-74 IS 74-2-1-1.  76  REMARKS
76  REMARKS-75 IS 75-2-1-1.  77  REMARKS
77  REMARKS-76 IS 76-2-1-1.  78  REMARKS
78  REMARKS-77 IS 77-2-1-1.  79  REMARKS
79  REMARKS-78 IS 78-2-1-1.  80  REMARKS
80  REMARKS-79 IS 79-2-1-1.  81  REMARKS
81  REMARKS-80 IS 80-2-1-1.  82  REMARKS
82  REMARKS-81 IS 81-2-1-1.  83  REMARKS
83  REMARKS-82 IS 82-2-1-1.  84  REMARKS
84  REMARKS-83 IS 83-2-1-1.  85  REMARKS
85  REMARKS-84 IS 84-2-1-1.  86  REMARKS
86  REMARKS-85 IS 85-2-1-1.  87  REMARKS
87  REMARKS-86 IS 86-2-1-1.  88  REMARKS
88  REMARKS-87 IS 87-2-1-1.  89  REMARKS
89  REMARKS-88 IS 88-2-1-1.  90  REMARKS
90  REMARKS-89 IS 89-2-1-1.  91  REMARKS
91  REMARKS-90 IS 90-2-1-1.  92  REMARKS
92  REMARKS-91 IS 91-2-1-1.  93  REMARKS
93  REMARKS-92 IS 92-2-1-1.  94  REMARKS
94  REMARKS-93 IS 93-2-1-1.  95  REMARKS
95  REMARKS-94 IS 94-2-1-1.  96  REMARKS
96  REMARKS-95 IS 95-2-1-1.  97  REMARKS
97  REMARKS-96 IS 96-2-1-1.  98  REMARKS
98  REMARKS-97 IS 97-2-1-1.  99  REMARKS
99  REMARKS-98 IS 98-2-1-1.  100  REMARKS
100  REMARKS-99 IS 99-2-1-1.  101  REMARKS
101  REMARKS-100 IS 100-2-1-1.  102  REMARKS
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80 MEMBERS TO REMAIN LOYAL TO ORGANIZATION
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BBC/Caslo
by Gareth Jones

17

[illegible]

Pucman
by Nicholas Webster

Fancy your chances? We're looking for a bright young thing who can out-shine all the commercial software houses and come up with a sparkling new program that can be marketed commercially. We want you to prove you can write a selling program and if you win the competition you'll be well on the way to making big money. The winner will receive:

1. A Dragon 32 computer.
2. Advice from *Popular Computing Weekly* on how to market and sell the winning software and how to form and finance the company to do so.
3. \$2,000-worth of free advertising in *Popular Computing Weekly*.

Entries to the award scheme must be accompanied by at least four out of five of the numbered coupons published in *Popular Computing Weekly* throughout September. The closing date for the competition is October 18. The winning entry will be announced in the issue published on November 18.

Abstract

1. There is no limit on the number of entries you can send in, but each entry must be accompanied by four differently numbered competition coupons.
2. Closing date for entries is October 18, 1982.
3. The names of the winners will be announced in the November 18 issue of *Popular Computing Weekly*.
4. The Judges' decision is final.
5. No employees of Sunshine Publications Ltd. or their families, will be eligible to enter the competition.

The winner will be the author who submits the most commercially viable program together with a written outline of the author's own proposals on how he would run his software house and why he would like to do it. The judge will be *Popular Computing Weekly* editor, Brandon Gore.

If a number of equally good and commercially viable programs are submitted the decision of the overall winner will be based on the best accompanying written outline of the author's proposals for running a software house.

Popular Computing Weekly

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Fill in this coupon. When you have collected four differently numbered coupons, send them with your program to: Popular Computing Weekly, White-Kid '82, Hobhouse Court, 19 Whitcomb Street, London WC2.

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ADDRESS: _____

②

Programming

Automatic relocation subroutine

Malcolm Peltz presents a relocation program for the expanded Vic20.

This subroutine (Fig 1) will allow a program on Vic20, with 8K or more expansion, to relocate itself automatically beyond the user defined character set. The subroutine is self-contained.

Line 10 checks to see if the program has already been relocated or if it has any expansion memory in which to relocate. If the program has already been relocated it will not repeat the process. Lines 20-40 work out the last address of the program, while line 50 uses this last address to test whether or not there is sufficient memory available to relocate the program.

Lines 60-70 then move the program backwards, to avoid overwriting itself.

```
10 IFPEEK(44)=360RPEEK(56)=32THEN200
20 A=PEEK(43)+256*PEEK(44):L0=A
30 IFPEEK(A)=0ANDPEEK(A+1)=0THENS0
40 A=PEEK(A)+256*PEEK(A+1):GOTO30
50 HI=A+1:IFHI+4609>PEEK(55)+256*PEEK(56)THEN
PRINT"NOT ENOUGH ROOM TO MOVE THIS PROGRAM":END
60 FORA=HI+1TOL0-1STEP-1
70 POKEA+4608,PEEK(A):NEXTA=L0
80 IFPEEK(A+4608)=0ANDPEEK(A+4609)=0THEN120
90 POKEA+4609,PEEK(A+4609)+18
100 X=PEEK(A+4608):Y=PEEK(A+4609)
110 A=PEEK(A+4608)+256*(PEEK(A+4609)-18):GOTO80
120 X=X+2:IFX>255THENX=X-255:Y=Y+1
130 POKE47,X:POKE48,Y
140 POKE49,X:POKE50,Y
150 POKE45,X:POKE46,Y
160 POKE43,1:POKE44,36
170 RUN
200
```

Fig 1

Lines 60-120 re-adjust the links used by Vic Basic and determine where the variables may start. Lines 130-180 Poke these values into the appropriate locations and set the new start of Basic.

Line 170 then runs the relocated program, which starts at line 200. This time the test at line 10 will be true and the Goto taken. Line 170 could read RUN 200 if you wish.

READY.

```
1 PRINT"PLEASE WRITE!"
5 POKE56,30:POKE52,30:POKE644,30:POKE44,16
10 POKE42,16:POKE4086,0:CLR
10 FORI=7688T08191:POKEI,32:POKEI+38728,1:NEXT
20 POKE210,30:FORI=2170228:POKEI,159:NEXT
30 POKE229,159:POKE238,159:POKE231,31
40 FORI=232T0248:POKEI,159:NEXT
50 POKE244,151:POKE648,30
60 POKE36869,248:POKE36866,150
70 END
```

READY.

READY.

Fig 2

Contact wear problem solved

J S and J C Dale explain how to run machine code games on an expanded Vic20.

After buying an expansion unit and a 16K Ram pack for my Vic, I was very disappointed when I found that I could no longer run my machine code games. The only way to run these games was to remove the Ram pack, but this wears down the contacts.

Under great pressure from my children, my eldest son and I, armed with Nick Hampshire's excellent book *The Vic Revealed*, set about solving this problem. The accompanying listing (Fig 2) is the result.

Before any game written for an unexpanded Vic is loaded, this program should be loaded and run. The relevant program may then be loaded and run without removing the Ram pack.

If you want to write a program immediately after running the conversion program, type in *New* before starting. Otherwise a Syntax error will result.

Important — After using the unexpanded program, ensure that you reset the Vic by typing *SYS4802* then press return.

Spectrum

In this new slot various contributors explore different aspects of the ZX Spectrum.

This program was designed to be used by schools or small businesses, to keep track of used stock. It also enables you to quickly discover which items are in short supply and therefore need to be re-ordered. The suppliers reference number is also listed, to make re-ordering even easier.

Items can be altered, entered or deleted at will, as there is a comprehensive selection. After being entered, stock items can be altered as they are used by inputting the number of items used preceded by a minus sign.

A copy of the current stock position or of the items that need to be re-ordered, can be obtained with a printer using Copy. When a list is required of the final few items, ie not a complete screenful, just press Break followed by Cts and Cont.

Tracking down the missing supplies

J Reynolds stock control program keeps track of your business.

On the 16K Spectrum this program will hold 125 separate items. If more items are required, you can use separate tapes for different types of stock. For example, stationery could be kept on one tape and painting materials on another. Sasci Slot-

index panels can be used to keep day to day track of stock levels so that information in the computer can be updated at weekly or monthly intervals.

In the event of any problems Goto 1000 will obtain the menu selection, so avoiding the loss of any variables which have been input.

Program notes

Line 10 sets up the arrays.
1010-1090: Menu selection.
1100-1150: This is the area of the programme dealing with the session.
2000-2150: This part deals with alteration to the stock levels.
3000-3040: Enters the stock.
4000-4070: Lists the stock.
5000-5040: Lists items to be re-ordered.
6000: Saves and verifies.
7000-7030: Deletes item.

```

1  RE STOCK CONTROL
10  DIR 7:1198.101  DIM M:1388.0
20  DIM S(2) DIM L(10) DIM I(8)
30  LET S=0 LET A=0
40  BORDER 6 PAPER 2 INK 7 L
50  GO SUB 9999
1000 BORDER 6 PAPER 2 INK 7 L
1010 PRINT AT 4.0;"*****MENU*****"
1100 PRINT AT 8.2;"Key A to Alter"
1200 PRINT AT 8.2;"Key S to Delete"
1300 PRINT AT 8.2;"Key E to Enl"
1400 PRINT AT 10.2;"Key L for Pr"
1500 PRINT AT 14.1;"Key R for Cl"
1600 PRINT AT 18.0;"Key 5 to Sav"
1700 PRINT AT 18.0;"*****"
1800 PRINT AT 21.0 INPUT "Input"
1900 CLS
2000 IF S#0 THEN GO TO 3000
2100 IF S#-1 THEN GO TO 3000
2200 IF S#-2 THEN GO TO 3000
2300 IF S#-3 THEN GO TO 3000
2400 IF S#-4 THEN GO TO 3000
2500 IF S#-5 THEN GO TO 3000
2600 IF S#-6 THEN GO TO 3000
2700 IF S#-7 THEN GO TO 3000
2800 IF S#-8 THEN GO TO 3000
2900 IF S#-9 THEN GO TO 3000
3000 LET S=1 CLS
3100 PRINT AT 1.0;"TABLE 1048"
3200 IF S=1 THEN INPUT S
3300 PRINT AT 21.2
3400 LET S=0+1 PRINT AT 0.0;"ST"
3500 TAB 3 CLIC1 TAB 10 TAB 10.1
3600 TAB 3 CLIC2 TAB 10 TAB 10.1
3700 TAB 3 CLIC3 TAB 10 TAB 10.1
3800 TAB 3 CLIC4 TAB 10 TAB 10.1
3900 TAB 3 CLIC5 TAB 10 TAB 10.1
4000 TAB 3 CLIC6 TAB 10 TAB 10.1
4100 TAB 3 CLIC7 TAB 10 TAB 10.1
4200 TAB 3 CLIC8 TAB 10 TAB 10.1
4300 TAB 3 CLIC9 TAB 10 TAB 10.1
4400 TAB 3 CLIC0 TAB 10 TAB 10.1
4500 PRINT INK 5 AT 21.0;"Key A"
4600 IF INK 5 THEN GO TO 10
4700 IF INK 5 THEN THEN BEEP 1
4800 PRINT AT 21.0 INK 9;"Key B"
4900 IF INK 9 THEN GO TO 10
5000 IF INK 9 THEN THEN BEEP 1
5100 GO TO 3000
5200 LET S=0 LET I=0
5300 PRINT AT 0.0;"ST" TAB 2.0
5400 TAB 11 TAB 11 TAB 11 TAB 20.1
5500 TAB 11 TAB 11 TAB 11 TAB 20.1
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9700 TAB 11 TAB 11 TAB 11 TAB 20.1
9800 TAB 11 TAB 11 TAB 11 TAB 20.1
9900 TAB 11 TAB 11 TAB 11 TAB 20.1

```

[illegible]

Sound & vision

This program was written for the BBC micro, model A or B, and plays the musical game of Simon. The object of the game is to repeat the ever-increasing sequence of lights and tones by using the four cursor keys which correspond to the computer's coloured squares.

If you manage to reach your inputted skill level the computer will reward you with a warbling sound. Any mistakes and the game will end.

The program consists mainly of two For-next loops. The Y loop (line 200) controls the point in the sequence that you have successfully repeated. The X loop is used twice (line 210 and line 290) and runs from the beginning of the sequence to Y, controlling which light and tone is to be



Simon says . . .

L Raynor presents Simon, a musical game for the BBC model A or B.

made. The pattern of the lights in the sequence is stored in the A array which is dimensioned (line 170) to store as many lights as the skill level you had previously entered.

The lighting up effect is made by changing the appropriate colour, determined by the number (1-4) in the array, to white and then back to its original colour, by the use of the VDU 19 command (lines 230,260,380 and 420). The Fx 4,2 command enables the cursor keys to be detected by an Inkey statement and the Fx 15,0 command clears the sound buffer.

One useful procedure is the Procwait(1) one, which pauses for 1 milliseconds. I managed to reach a score of 14 — can anyone beat that?

```

10 REM*** SIMON BY L.M. RAYNER *
20 REM** FOR B C MICRO MODEL A OR B **
30 MODE 7
40 FOR X=1 TO 2:PRINTCHR$(141)CHR$(129)"; SIMON":NEXT X
50 PRINT""
60 PRINT CHR$(13)"; REPEAT MY SEQUENCE OF SOUNDS AND"
70 PRINTCHR$(13)";"COLOURS BY USING THE FOUR CURSOR KEYS"
80 PRINTCHR$(13)";"WHICH CORRESPOND TO MY FOUR SQUARES."
90 INPUT" SKILL? (10-30) ";Z
100 IF Z<10 OR Z>30 THEN 90
110 *FX 4;2
120 MODE 3
130 FOR X=0 TO 3:VDU 19,X,1+1.0-0.0:NEXT X
140 GCOL0,1:MOVE 640,512:MOVE 0,512:PLOT85,640,1 24:PLOT 85,0,1024
150 GCOL0,2:MOVE 640,512:MOVE 640,1024:PLOT 85,1280,512:PLOT 85,1280,
1024
160 GCOL0,3:MOVE 640,512:MOVE 640,0:PLOT 85,1280,512:PLOT 85,1280,0
170 DIM A(2)
180 FOR X=1 TO Z:A(X)=RND(4)-1: 30:GOTO 510
NEXT X
190 PROCWAIT(100)
200 FOR Y=1 TO Z
210 FOR X=1 TO Y
220 SOUND 1,-15,A(X)*20,30
230 VDU 19,A(X),7,0,0,0
240 PROCWAIT(50)
250 *FX 15,0
260 VDU 19,A(X),A(X)+1,0,0,0
270 PROCWAIT(50)
280 NEXT X
290 FOR X=1 TO Y
300 A$=GET$
310 A=9
320 IF A$=CHR$(139) THEN A=0
330 IF A$=CHR$(136) THEN A=1
340 IF A$=CHR$(137) THEN A=2
350 IF A$=CHR$(138) THEN A=3
360 IF A=9 THEN 30
370 IF A(X)<>A THEN SOUND 1,-15,1, 360 SOUND 1,-15,A(X)*20,30
380 VDU 19,A(X),7,0,0,0
390 PROCWAIT(50)
400 PROCWAIT(50)
410 *FX 15,0
420 VDU 19,A(X),A(X)+1,0,0,0
430 PROCWAIT(50)
440 NEXT X
450 PROCWAIT(120)
460 NEXT Y
470 FOR R=1 TO 20
480 SOUND 1,-15,150,2
490 SOUND 1,-15,40,2
500 NEXT R
510 COLUR 2:PRINT TAB(5,10)
"SCORE"=Y-1
520 PRINT""PRESS SPACE TO START"
530 A$=GET$;IN
540 DEFPROCWAIT(T)
550 TIME=0
560 REPEAT UNTIL TIME=T
570 ENDPROC

```


Peek & poke

Peek your problems to our address. Ian Beardmore will poke back an answer.

ADOMINABLE CURSORS

K V Jefferies of East Walk, Croydon Road, Reigate, writes:

Q After using my ZX81 for seven months I am having difficulty in switching from 'K' cursor to 'P' cursor. With the Shift key depressed, pressure on New line does not immediately produce the Function cursor. Is there any simple solution?

I was thinking of buying a Kensington keyboard. Will this solve the problem, or will it be a waste of money, if the touch sensitive system is faulty?

A I have a big sticker on my ZX81. 'New line' worm. Roll the finger over the key to make contact.' As your machine is within the guarantee period, in theory you should send it back. If you do, test it as soon as Sinclair return it to you. If there is no improvement send it back on the same day, with a stiff covering letter.

Some people who have had experience of the Sinclair returns department would advise you very strongly against doing this if you want to see your machine back in anything like a reasonable time.

There is not a lot of evidence of ZX81 keyboards giving out, so this case should be seen in isolation. If the keyboard is at fault, then another keyboard should bypass the problem.

The only exception would be if one of the diodes had become damaged in some way, preventing it from discharging power at the right time. This is however very unlikely.

EACH ONE TO HIS TASTE

Michael Andrews of South East London, writes:

Q I have just been given a Texas Instruments 99/4 computer for a birthday present. Could you please tell me if there are any books or maga-

zines published for this computer, or if there is a user's club? It seems that it is not a very popular computer and does not have much support.

A I do not know about horses, but perhaps you are looking a gift computer a little in the mouth. Think of all those BBC and Sinclair customers who have been waiting literally months for computers that still have not been delivered. While the TI 99/4 might not be well supported, it is not without admirers. It has a home users group who should be able to give you the sort of information you need. Write to Paul Dicks, TIHOME, 157 Bedford Road, Morden, Surrey.

COMMANDING PROBLEMS

Stephen Clements of Hophurst Drive, Crawley Down, West Sussex, writes:

Q I am writing to ask if you could help me out with a problem I have been agonising over for the past few weeks. I have been converting programs for the ZX81 to be used on my Vic, but I have come face to face with a line `Print at x,y` which I do not know how to convert. Can you help me?

A One of the major disadvantages of the ZX81 is that it does not have a memory mapped screen. Therefore you cannot poke characters on to the display, though you can use the `Print` at command. `Print at x,y`, "`*`" would mean that at line `x`, column `y`, the character `*` would appear.

But the ZX81 can `Print` at more screen locations than the Vic20 can `Poke`. This is because the ZX81 uses a 22 line x 32 column grid, whereas the Vic uses a 24 line x 22 column grid.

The control of characters will have to be different, because a location defined by a `Print` at command is not mapped into a specific place in the memory. Such a location will float in the Ram, without a permanent address that can be `Peeked` or `Poked`.

Horizontal locations are determined by adding or subtracting from `y`, while vertical locations are determined by adding or subtracting from `x`. A simple routine to show this would be:

```
10 LET X=10
20 LET Y=10
30 PRINT AT X,Y: ""
40 IF NOT INKEY$="" THEN PRINT
   AT X,Y: " a space"
50 IF INKEY$="F" THEN LET
   Y=Y+1
60 IF INKEY$="B" THEN LET
   X=X+1
70 IF INKEY$="J" THEN LET
   X=X-1
80 IF INKEY$="I" THEN LET
   Y=Y-1
90 GOTO 30
```

PACKAGING MEMORIES

M Ellick of Buntingford Close, Bristol, writes:

Q I have a ZX81 with a 64K Ram Pack fitted. In a letter in your July 1 issue, you mention that the ZX Microdrive will probably be able to be used with other computers, like the ZX printer. Do you think that an adaptor will be needed to use the Microdrive with the ZX81?

A Until someone actually sees the Microdrive we cannot be sure how easy it will be to use with the ZX81. However, the ZX81 does not have the disc control commands in its Rom, so some sort of extra control will be necessary. My guess is that this will take the form of an Epprom accessible by `Poke` commands. This means that you will have to switch out another block of your memory pack to make way for the Epprom. But, this would still allow you to write a 48K program, with a database stored on the Microdrive.

SWITCHING BLACK AND WHITE

Imtiaz Mirza of Priory Avenue, High Wycombe, Buckinghamshire, writes:

Q I read in PCW July 8 that it was not possible to modify the ZX81 hardware to change the black characters on a white background to white

characters on a black background. You said that this was only possible on the ZX80. Could you please advise me on how to do this?

A The modification on the ZX80 is a simple wiring job. On the underside of the pcb are three letters A, B and C. Normally, the track runs from A to C. A simple wire bridge between A and B, instead of A and C, will do the job. If you want to get really clever, you could always wire in a switch, so that you could change between an ordinary and inverse display.

D Fritsch, of 6 Stanton Road, Felwell, Warrington, Cheshire WA4 2HS, makes an add on that will give you an inverse display on the ZX81.

HOODWINKING KEYWORD MEMORY

Alan Haggood of Fulham, London, writes:

Q I know that if I want to use a keyword on my Vic20, I can enter it by using the first letter, followed by the second letter shifted. What I would like to know is why this is so?

A This useful feature on the Vic is due to the operating system which uses text compression. All the keywords on a Vic are stored as a number between 0 and 255. If you write `Input` on to the screen, it will be stored there as five bytes, and will therefore take up five bytes of screen memory. But it will leave the buffer as a single byte with a decimal value of 132. Whatever the number of bytes of screen memory the keyword takes, it will still only be stored as a single byte.

When you use an `I shift N` for `Input` you are fooling the computer into thinking that you have entered the full command. This only uses two bytes of screen memory. If you `List` the instruction, it will come up as `Input`, because the process is reversed as information comes back to the screen out of the buffer.

Classified

SPORTING FORECASTS

Professor Pross George's well-known Football Pools Forecasting program is now available for the **SINGULAR ZX81 16K** and 8 other micros

A **Value Range Forecast Program** in preparation

Rev 18: Professor Pross, in Charge
Source of information: Sports
Commuter House, High Street,
Chalfont St Giles, Bucks

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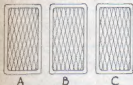
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Competitions

Finding the lady



Three playing cards are placed face down on a table. The total value of A and B is 15. The total value of B and C is 17. No card is a seven or has a value higher than 3. Identify the cards.

This problem can be solved using a simple program.

```
10 FOR A = 1 TO 9
20 LET B = 15 - A
30 LET C = 17 - B
40 IF A = 7 OR A = 9 OR B = 7 OR B = 9 OR C = 7
   OR C = 9 THEN GOTO 80
50 PRINT "A=";A;"B=";B;"C=";C
60 NEXT A
```

Even without a computer this is not a difficult problem, but the same approach will apply to more complex problems.

Now try this card trick. Deal 20 cards off a shuffled pack and ask a friend to insert the cards back into the pack, but the other way up from the rest of the pack (face up rather than face down). Shuffle the pack and get your friend to count off the top 20 cards, straightening the pile so that you cannot see which way they face. Ask

your friend to note, without telling you, the number of cards face-up in the remaining 32 cards.

Hold the 20 cards behind your back and — by thought transference — you will be able to turn individual cards over so that the number of cards face-up in your part of the pack is the same as the number face-up in your friend's 32 cards.

When the two piles of cards are investigated, they will be found to have the same number of cards face-up.

How is it done? When you hold the cards behind your back you simply turn them over.

The whole pack contains 52 cards, of which 20 have been turned over. If your friend has a number of cards, p , turned over in his pile of 32 cards then you have $20 - p$ reversed cards in yours. Since there are 20 cards in all in your pile then you must have p cards face down. Turn the whole pile over and you have the same number of cards face-up as your friend.

Puzzle No 21

Take a pack of cards and perform a perfect 'riffle' shuffle. In such a perfect shuffle the pack is divided exactly in half. Each half is then held at one end while the other ends are flicked together so that the cards become perfectly interleaved.

Repeat the shuffle a number of times. Each time ensure that the first card to fall is from the top half of the pack that was formerly on the top of the pack — thus making sure that the top and bottom cards are always changing. Continue

shuffling until the pack is brought back to its order at the start.

How many times must the shuffle be performed if (a) a standard deck of 52 cards is used and (b) if the jokers are added to make a pack of 54 cards?

Solution to Puzzle No 17

First find the length of the sides of a non right-angle triangle where the area is 180 sq miles and the sides are exact numbers of miles in length. This can be done using a program similar to the one below.

```
10 LET L = 18
20 FOR A = L - 9 TO L
30 FOR B = 2 TO A - 1
40 FOR C = (A - B) + 1 TO B - 1
50 LET S = (A + B + C) / 2
60 LET T = SCR (S * (S - A) * (S - B) * (S - C))
70 IF ABS (T - 180) < 0.000001 AND B * B + C * C <= A * A THEN GOTO 200
80 NEXT C
90 NEXT B
100 NEXT A
110 LET L = L + 18
120 GOTO 20
200 PRINT A;" ";B;" ";C
210 STOP
```

This gives the sides as 37, 30 and 13 miles. The catch was in the words "the morning's total divided by half" — meaning multiplied by two. In this case the distance from A to B could only be 13 miles — covered in the morning — with 26 miles covered in the afternoon. With a total round trip of 80 miles, this leaves 41 miles still to be travelled to finish the journey.

Winner of Puzzle No 17

The winner is F M Hill, Westcott Close, Frome, Somerset who receives £10.

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